

# HEROQUEST

ADVANCED QUEST  
EDITION

*The Dark Company*

# Playing The Dark Company™



## Introduction

We recommend you play this 13-part Advanced Quest after you've played all or most of the adventures contained in the Main Game System Quest Book. You'll then be ready to do battle with the Dark Company. When

playing the Advanced Quest, all of the standard Hero Quest rules apply, although a number of differences outlined below make this a considerably more challenging adventure.

## How to play the Advanced Quest

There are 13 stages in the Advanced Quest. Each of these stages is shown on the empirical map in a different color. The adventure begins on the stairway tile in the corner of the map. In each

stage, the players are attempting to find a door on the edge of the gameboard, which will allow them to enter the next stage of the adventure.

Zargon should place the door on the edge of the gameboard when it becomes visible to one of the Heroes. These doors may be opened in the normal way, unless otherwise stated. When all of the Heroes have gone through the door, remove all the pieces from the gameboard and begin the next stage of the adventure.

**NOTE:** Monsters may never move through a door from one stage of the adventure to another.

## Between Stages

Heroes do not return to their full strength between stages, nor can the Elf and Wizard replenish their spells. However, all Heroes may keep the potions and special treasure they have found.



## Beginning a New Stage

Heroes enter the next stage of the adventure by passing through the same door which marked the end of the last stage. The first Hero moves through the door, at which point Zargon should place onto the gameboard everything the Hero can see. The new Stage of the adventure is then played in the normal way. All discarded Treasure Cards should be placed back into the Treasure Card pile and the cards shuffled.

## Re-entering a Stage previously played

If the character players return to a stage they have already played, all the monsters will return and they will have to fight them all again. However, whilst players may still search for treasure, some special treasures mentioned in the notes may not be found again.

## The Doomguard

The Chaos Warriors in this adventure are members of Zargon's elite regiment, the Doomguard. These monsters defend in the same way as the Dark

Warriors, they need only roll 1 Black Shield to defend against any number of Skulls rolled by an attacker.

## Dark Company Warriors

You can now bring your 12 Dark Company Warriors into play. These monsters work like other monsters. But whenever Zargon places a Dark Warrior onto the board, he can arm his Dark Warrior in one of four ways, depending on the weapons available. See below.

## Dark Warriors in Combat

The Dark Warriors are an elite group of fighters who can defend in a special way. Roll the required number of dice shown as normal and as long as you roll at least 1 Black Shield, the Dark Warrior defends successfully and remains unharmed.



## *The Emperor's Court*

**T**he Emperor gazed at the assembled Lords as he listened to the man crouched before him. They stood impatiently, looking intently upon the frail figure, their eyes filling with rage as his story unfolded. They were restless, uncomfortable at hearing of such treachery.

"Listen not to this poison my Lord!"

"Silence!" The Emperor's voice echoed angrily around the vaulted hall.

"Teor, though it wounds our hearts, these words we must all hear." The Emperor turned again to the man before him. "Please continue."

Eshlil looked nervously about him. He glanced again at the Emperor before continuing, his voice low and uncertain. "Thus I served with Hinsgrim. I have stood within the ranks of the Dark Company and there can be no mistake. Hinsgrim has succumbed to darkness. He and his men have sworn allegiance to Chaos. The Captain of your Elite Guard is your would-be assassin."

No one dared speak. Many wished to cut Eshlil down, as though this would redeem their dear companion, refute this lie. Yet the spy's words had rung true.

The Emperor gathered his robe and stood before his council. "This is a sad day for us all. I have watched Hinsgrim fall from honor. Mentor warned us of this, yet we have been too slow. Hinsgrim has fled beneath the old city along with the Dark Company. The task falls to you my Lords to find Heroes that can purge us of this evil."

"By your leave my Lord! Give me but one legion and I shall lead an assault that will rid you of these scum."

"I want no more of my Lords turned against me Lorric! You are a brave knight but neither you nor your warriors can beat this evil. Find me the men I need, bring to me warriors, men of stout heart. Champions! The Dark Company must be destroyed. I want Hinsgrim DEAD!"

## Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol colors mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.



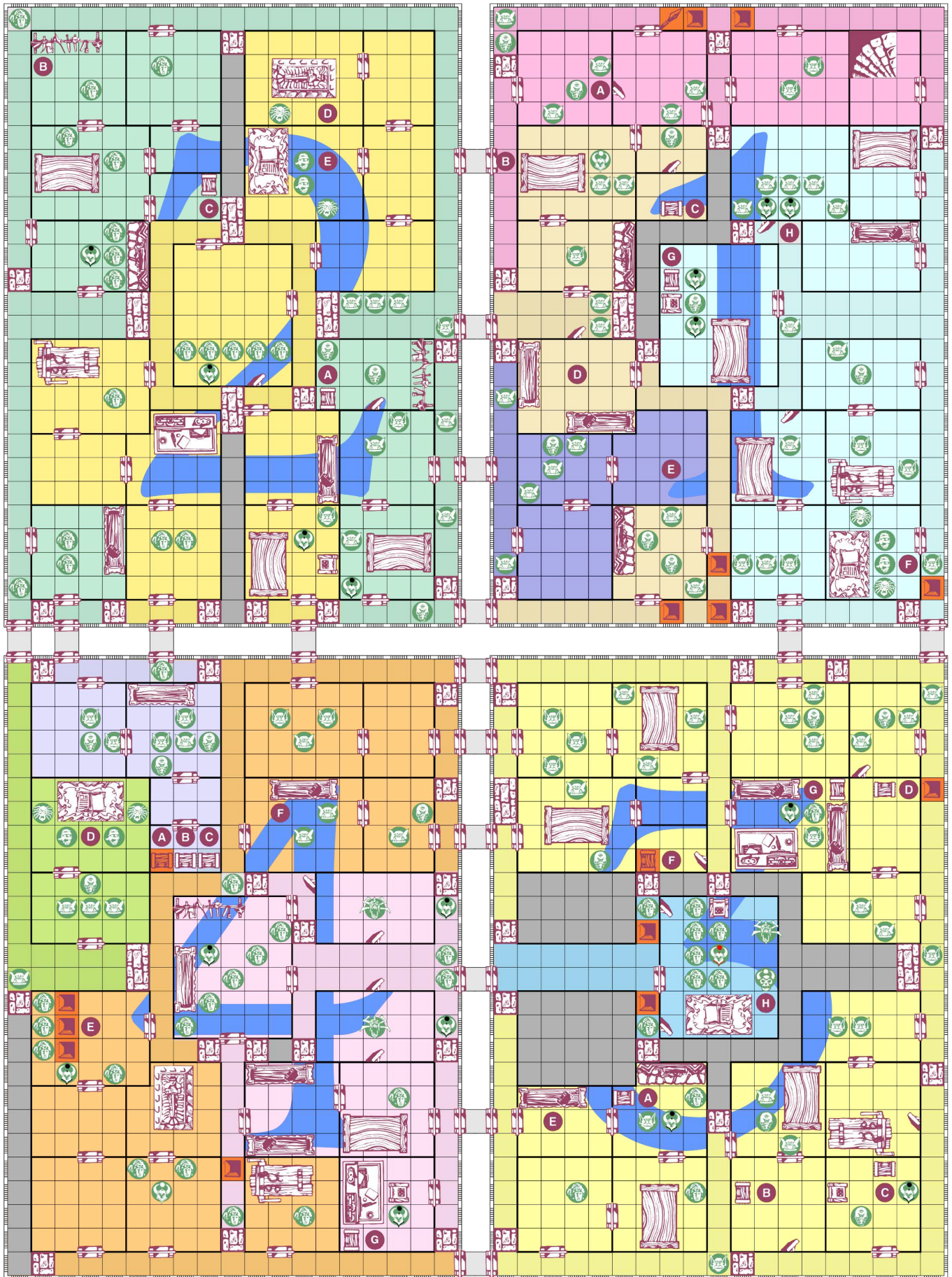
Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.

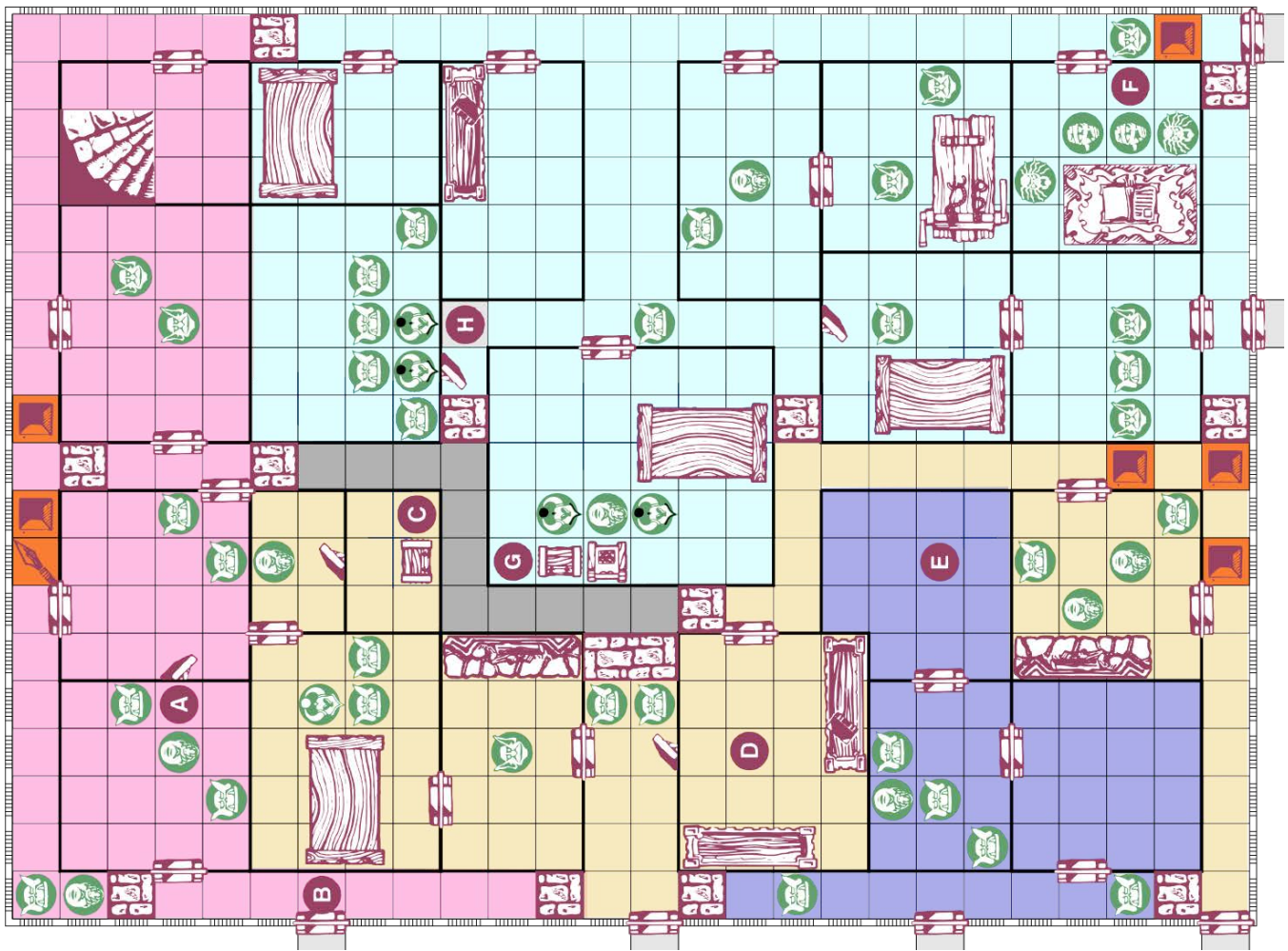


Dark Green: This color is used to highlight monster symbols. See the Monster Chart in the back of this book for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.







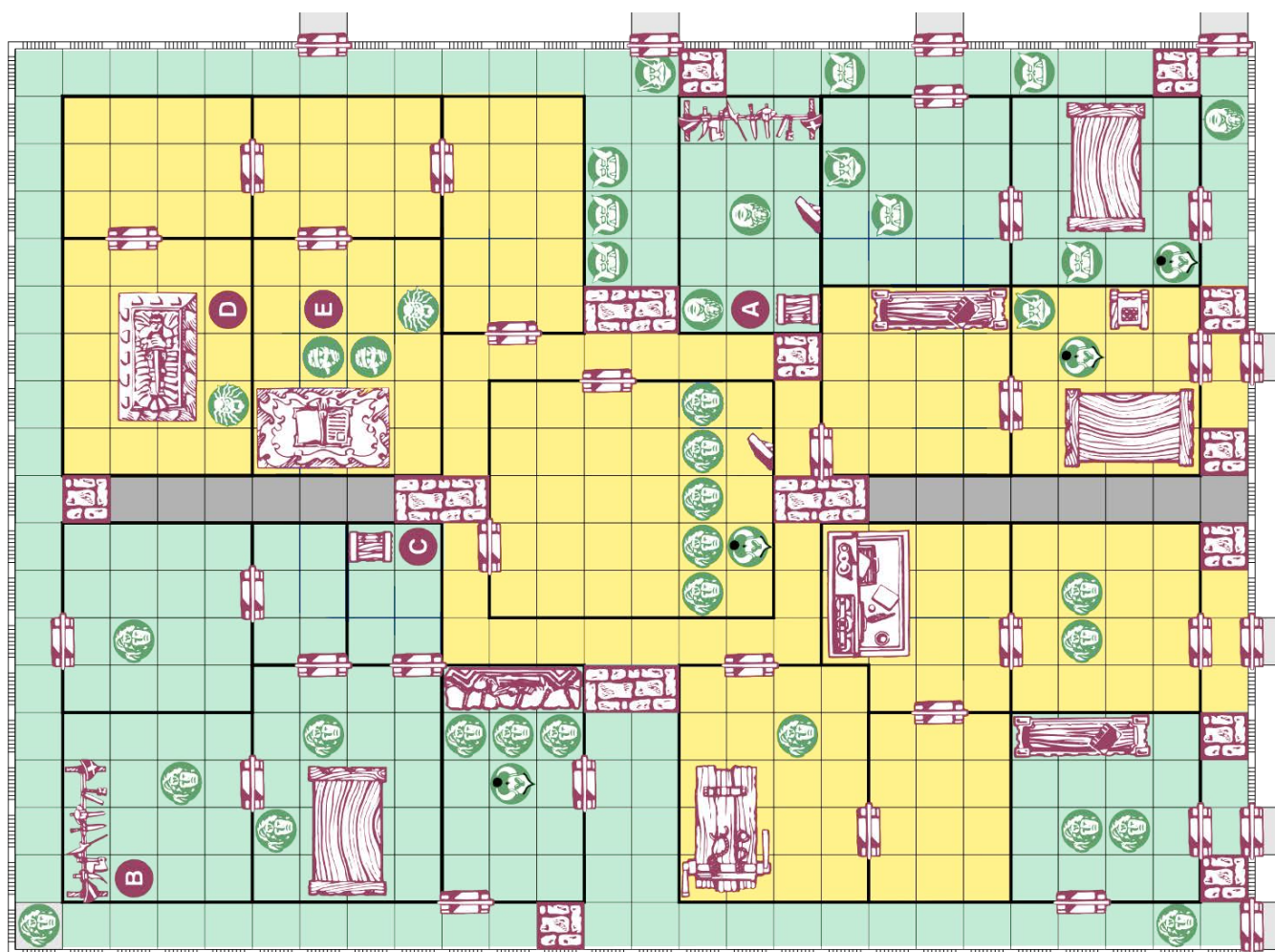
To Map #3

To Map #2

## MAP #1 NOTES:

- A** This secret door may be opened by you, Zargon, on your turn. The monsters in the room are placed onto the gameboard and may immediately move and attack.
- B** When this door is opened, Mentor appears as a specter to the Heroes and says the following before disappearing: "Beware the ghost of Vadim Gorfell. Fight him not."
- C** This treasure chest contains 50 Gold coins.
- D** A Hero searching for treasure in this room will find a magic scroll of spells. If the Elf or Wizard find this they may choose to miss one turn and read the scroll. Once the scroll has been read, it disappears. The reader may then regain all the spells he had at the beginning of the adventure.
- E** A Hero stepping into this room will notice how warm it is. Any Hero who finishes his move standing in the room must roll 1d6. If he rolls equal to or greater than his Mind points, he falls into a Wasting Sleep and loses 1 Body Point. On his next and subsequent turn, he must attempt to roll equal to or lower than his Mind Points on 1d6 or remain asleep and lose another Body Point. If he does awake, he may take his turn in the normal way.
- F** This is a Shrine of Strength. Once all the monsters in the room have been defeated, the Heroes can attempt to rebuild full strength through meditations. On his next turn, the Hero rolls 1d6. If he rolls equal to or less than his Body Points, he can regain all the strength he possessed at the beginning of the Quest. If he rolls a number greater than his Body Points, he is gripped by a magical vortex and loses 1 Body Point. When a player meditates, he may do nothing else on his turn.
- G** This treasure chest contains 100 Gold Coins.
- H** This secret door may be opened by you, Zargon, on your turn. The monsters in the room beyond are placed onto the gameboard and may immediately move and attack.

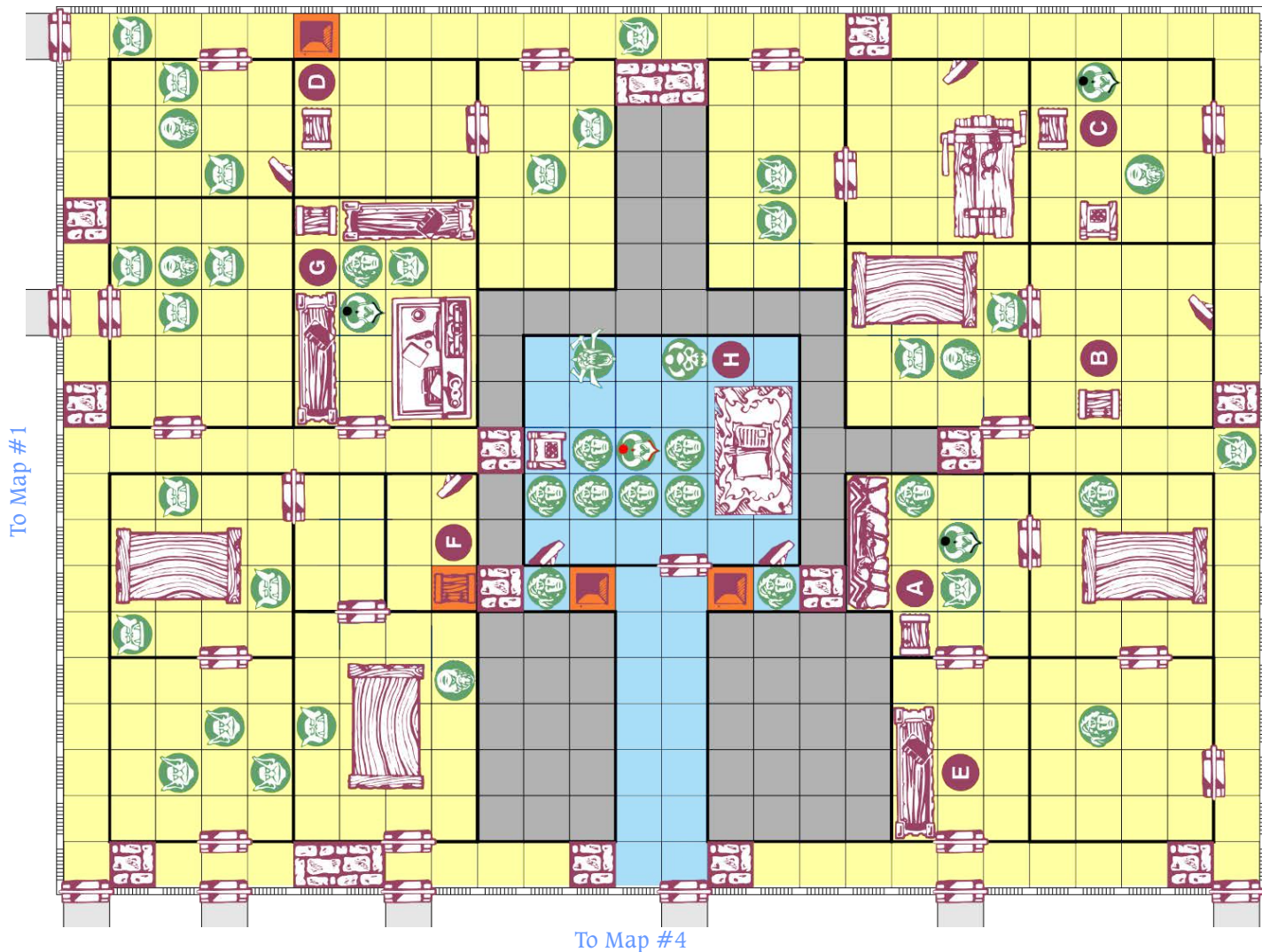




To Map #4

## MAP #2 NOTES:

- A** This treasure chest contains two daggers. The weapons on the rack are of poor quality and no use to the character players.
- B** A Hero searching for treasure will find a crossbow on the weapons rack. However, there are only 6 quarrels. Each time the Hero fires the crossbow, mark off one quarrel on the back of your Character Sheet. If you run out of quarrels, you may not use the crossbow again until you find some more.
- C** This treasure chest contains a Potion of Healing, which will restore up to 4 lost Body Points.
- D** This is the Tomb of Vadim Gorfell. The Zombie, who represents his restless spirit, cannot be defeated in combat. If any Hero attacks the Zombie, roll the Defend Dice in the normal way, but then inform the player the Zombie has survived. The only way the Zombie can be killed is by a spell that inflicts 1 Body Point of damage.
- E** If a Hero searches for treasure in this room, read out the following: "You notice upon the altar a magic Rune book. As you read the pages you feel raw power flowing through your body. Your strength increases and you see great spells before you. Movement! A growing shadow! The Gargoyle strikes, leaping from the pages. You lose one Body point." Place the Gargoyle anywhere in the room. The Gargoyle makes one more attack immediately.



### MAP #3 NOTES:

- A** This treasure chest contains 100 Gold Coins and a Potion of Healing, which will restore up to 4 lost Body Points.
- B** This treasure chest is a trap. If a Hero opens the chest, it will explode and cause the Hero to lose 2 Body Points. It is empty.
- C** This treasure chest contains 1 magic crossbow quarrel. When fired at a monster, it automatically inflicts 1 Body Point of damage. There is also an unlimited supply of normal crossbow quarrels.
- D** This treasure chest is empty.
- E** If a Hero searches for treasure in this room he will find a Potion of Healing, that will restore up to 4 lost Body Points.
- F** If a Hero opens this chest, the secret door will slam shut. The room then begins to fill with a green gas. The Hero must roll a White Shield on 1 Combat Die to force the door open again. The Hero can attempt one such roll each turn. If the roll is unsuccessful he loses 1 Body Point. Heroes outside the room may not attempt to open the door.
- G** This treasure chest is empty. If a Hero searches for treasure in this room, he will find a life-giving elixir (See Elixir of Life) on the table.

- H** In this room is Hinsgrim, the Chaos Warrior and Delzarron, a Chaos Sorcerer. Delzarron may also cast a spell, once per turn. This spell will summon one undead creature (Zombie, Skeleton or Mummy) which may be placed anywhere in the room and may attack and move immediately.

#### Hinsgrim:

Movement	Attack	Defend	Body	Mind
6	4	5	5	3

#### Delzarron:

Movement	Attack	Defend	Body	Mind
7	4	4	3	3

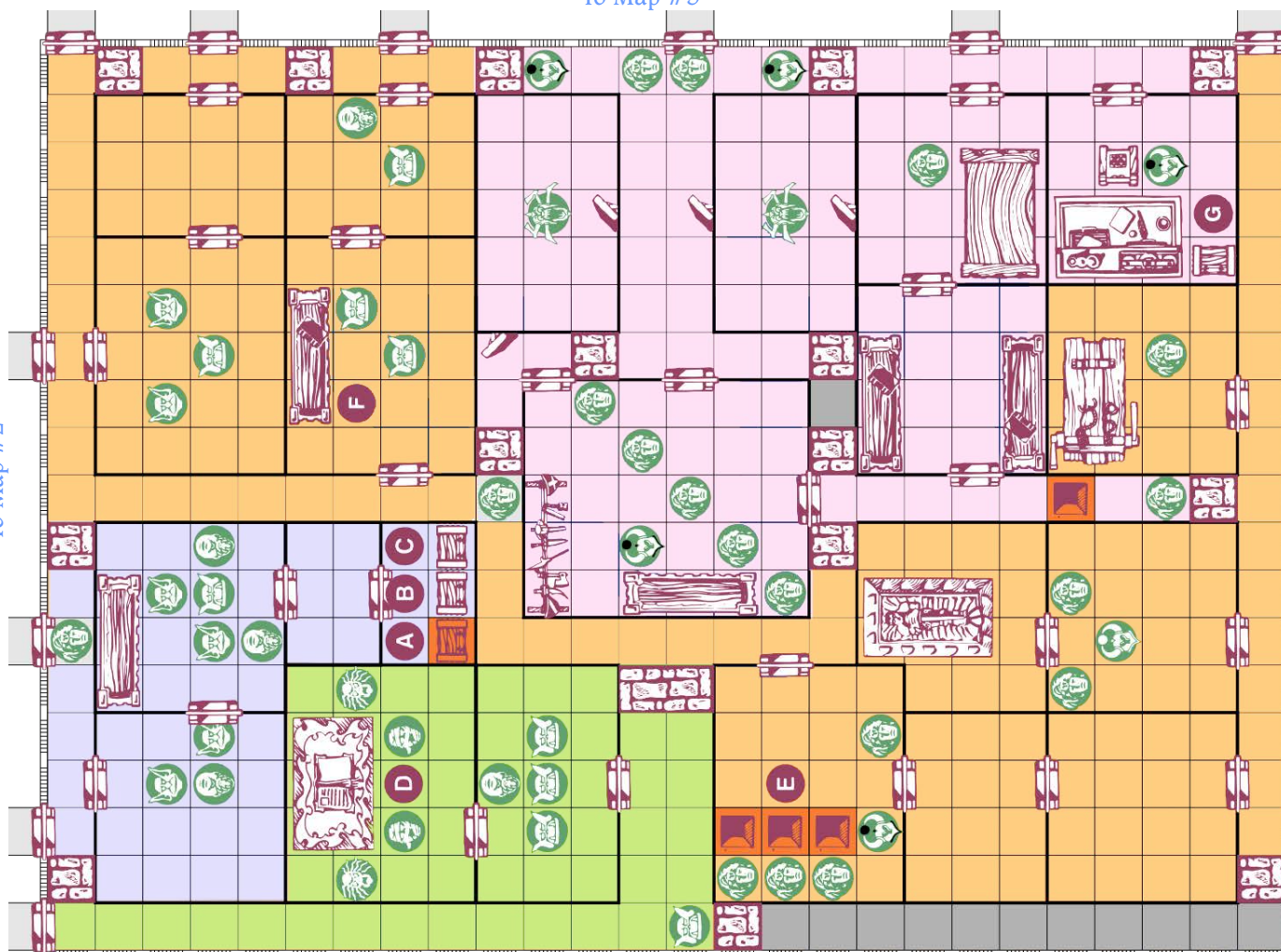
Once Hinsgrim and the other monsters in the Stage have been defeated, read the following to the Heroes:

"There is a whirl of blue light in the corner of the room and mentor appears to you. 'You have done well my Champions. Each of you shall be rewarded with a Ring of Brilliance. Come now! I shall return you to the Emperor.'"

*There is a blinding flash as you are thrown through a gate of teleportation. The Emperor rewards each of you with a Ring of Brilliance. (See page 7 for description.)*







### MAP #4 NOTES:

- A** This chest contains a trap which will be found if a Hero searches for traps or secret doors. If the Hero opens the chest he will lose 1 Body Point.
- B** This treasure chest contains 100 Gold Coins.
- C** This chest is a trap. Even if a Hero searches for traps and secret doors, he will not find the trap. If any Hero opens the chest, he will lose 1 Body Point.
- D** This is a Shrine of Learning. Once all the monsters in the room have been defeated, the Elf or the Wizard can attempt to rebuild a full complement of spells through meditations. On his next turn, the Hero rolls 1d6. If he rolls equal to or less than his Mind Points, he can regain all the spells he possessed at the beginning of the Quest. If he rolls a number greater than his Mind Points, he is gripped by a magical vortex and loses 1 Body Point. When a Hero meditates, he may do nothing else on his turn.
- E** All the Dark Warriors in this room are armed with Crossbows.
- F** If a Hero searches for treasure in this room he will find a Potion of Healing hidden in the bookcase. It will restore up to 4 lost Body Points.
- G** This treasure chest contains a trap. If the chest is opened, three darts shoot from the lid. Roll 3 Combat Dice and for each Skull rolled, the Hero who opened the chest loses 1 Body Point.






### Ring of Brilliance



Each Hero has the option to enhance one ability (Attack Die, Defend Die, Body Point or Mind Point). This increase becomes permanent to that Hero. The effect is permanent & non-transferrable.



# Monster Chart

Name	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Dark Warrior (Crossbowman)		6	3(2)*	3	2	2
Dark Warrior (Halberdier)		6	3	3	2	2
Dark Warrior (Scout)		9	2	3	2	2
Dark Warrior (Swordsman)		5	4	5	2	2
Doomguard		8	4	6	3	3

These monsters need roll only 1 Black Shield to fend off any number of Skulls rolled against them.

\* The number in parenthesis is the number of Attack Dice used in adjacent Melee Combat.

